

CLAIMS

What is claimed is:

- 1
1 1. A method for aliasing vertex attributes during vertex processing, comprising:
2 (a) mapping each of a plurality of identifiers to one of a plurality of parameters
3 associated with vertex data; and
4 (b) processing the vertex data by calling the parameters utilizing a vertex
5 program capable of referencing the parameters using the identifiers.
- 1 2. The method as recited in claim 1, wherein the parameters are selected from
2 the group consisting of vertices, normals, colors, fog coordinates, vertex
3 weights, and texture coordinates.
- 1 3. The method as recited in claim 1, wherein the parameters include per-vertex
2 parameters.
- 1 4. The method as recited in claim 1, wherein the parameters are also capable of
2 being called by a conventional semantic name associated with the
3 parameters.
- 1 5. The method as recited in claim 1, wherein a need for defining additional
2 semantic names for the parameters is avoided as a result of the aliasing.
- 1 6. The method as recited in claim 1, wherein the mapping is carried out by an
2 application program interface.
- 1 7. A computer program product for aliasing vertex attributes during vertex
2 processing, comprising:

- computer program product as
per-vertex parameters.
- computer program product as
capable of being called b
e parameters.

- 1 14. The system as recited in claim 13, wherein the parameters are selected from
2 the group consisting of vertices, normals, colors, fog coordinates, vertex
3 weights, and texture coordinates.
- 1 15. The system as recited in claim 13, wherein the parameters include per-vertex
2 parameters.
- 1 16. The system as recited in claim 13, wherein the parameters are also capable of
2 being called by a conventional semantic name associated with the
3 parameters.
- 1 17. The system as recited in claim 13, wherein a need for defining additional
2 semantic names for the parameters is avoided as a result of the aliasing.
- 1 18. The system as recited in claim 13, wherein the mapping is carried out by an
2 application program interface.
- 1 19. A method for aliasing vertex attributes during vertex processing, comprising:
2 (a) mapping each of a plurality of identifiers to one of a plurality of parameters
3 associated with vertex data; and
4 (b) processing the vertex data by referencing the parameters using the identifiers;
5 (c) wherein the parameters are selected from the group consisting of vertices,
6 normals, colors, fog coordinates, vertex weights, and texture coordinates.
- 1 20. A method for aliasing vertex attributes during vertex processing, comprising:
2 (a) mapping each of a plurality of identifiers to one of a plurality of parameters
3 associated with vertex data; and
4 (b) processing the vertex data by referencing the parameters using the identifiers;
5 (c) wherein a need for defining additional semantic names for the parameters is
6 avoided as a result of the aliasing.

- 1 21. A data structure stored in memory for aliasing vertex attributes during vertex
2 processing, comprising:
3 (a) a table that maps each of a plurality of identifiers to one of a plurality of
4 parameters associated with vertex data;
5 (b) wherein the vertex data is processed by calling the parameters utilizing a
6 vertex program capable of referencing the parameters using the table.

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